

ABSTRACT

Triggering haptic sensations based on sound output from a computer device. A portion of
5 sound data is stored that is output to a user as audio from an application program running on a
computer. The portion of sound data is analyzed using intelligent heuristics to extract at least
one sound feature from the sound data. The execution of at least one haptic effect is triggered
based on the sound feature, where the haptic effect is commanded to the haptic feedback device
approximately correlated to the output of the portion of sound to the user as audio. The haptic
10 effect causes a haptic sensation to be output to the user. Different haptic effects can be
associated with different sound features, frequency ranges, amplitudes, etc.